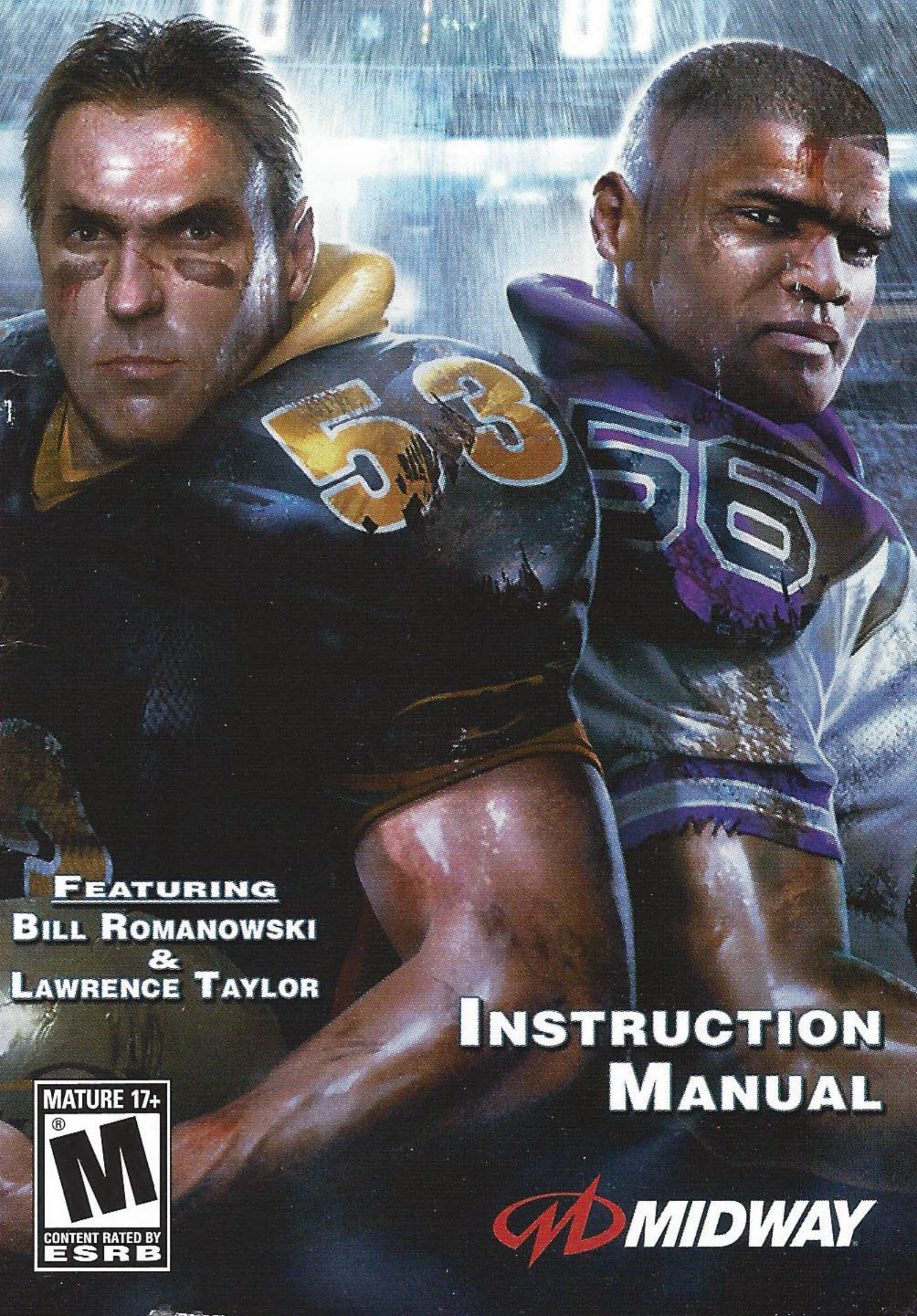


BLITZ OVERTIME



FEATURING
BILL ROMANOWSKI
&
LAWRENCE TAYLOR

INSTRUCTION
MANUAL



MIDWAY

Warning

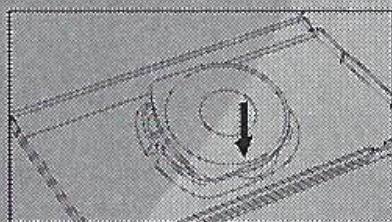
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

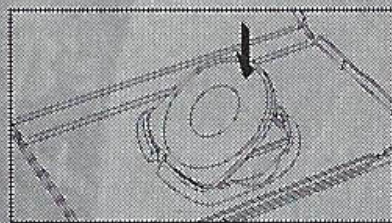
Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

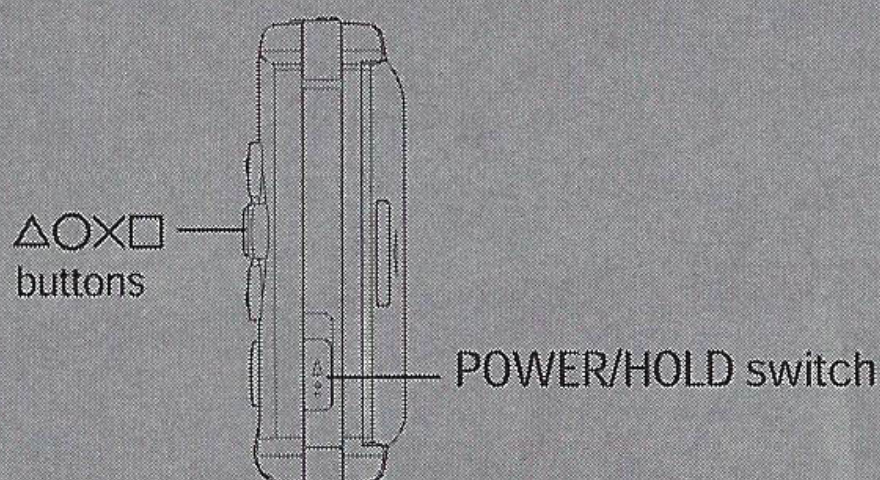
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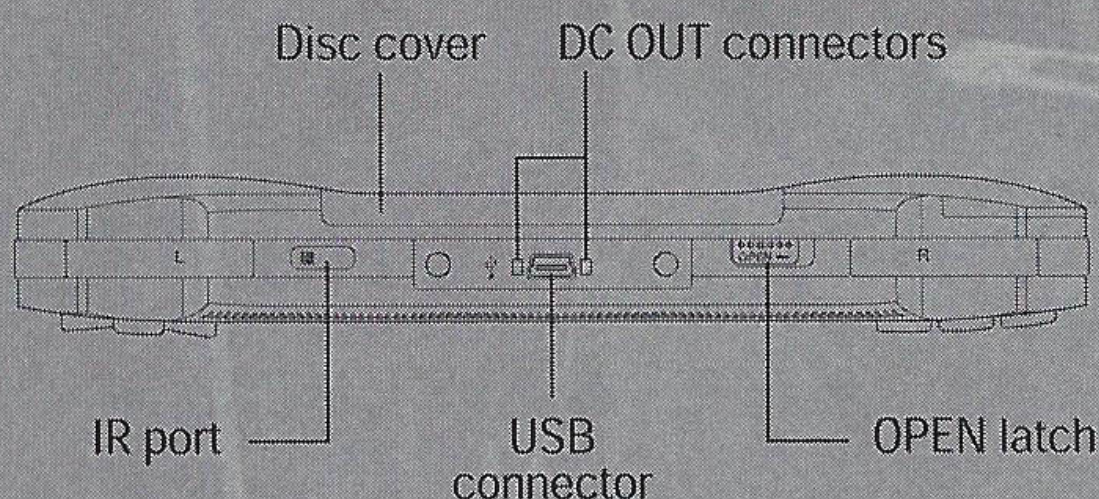
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Getting Started

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the Blitz®: Overtime Play disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

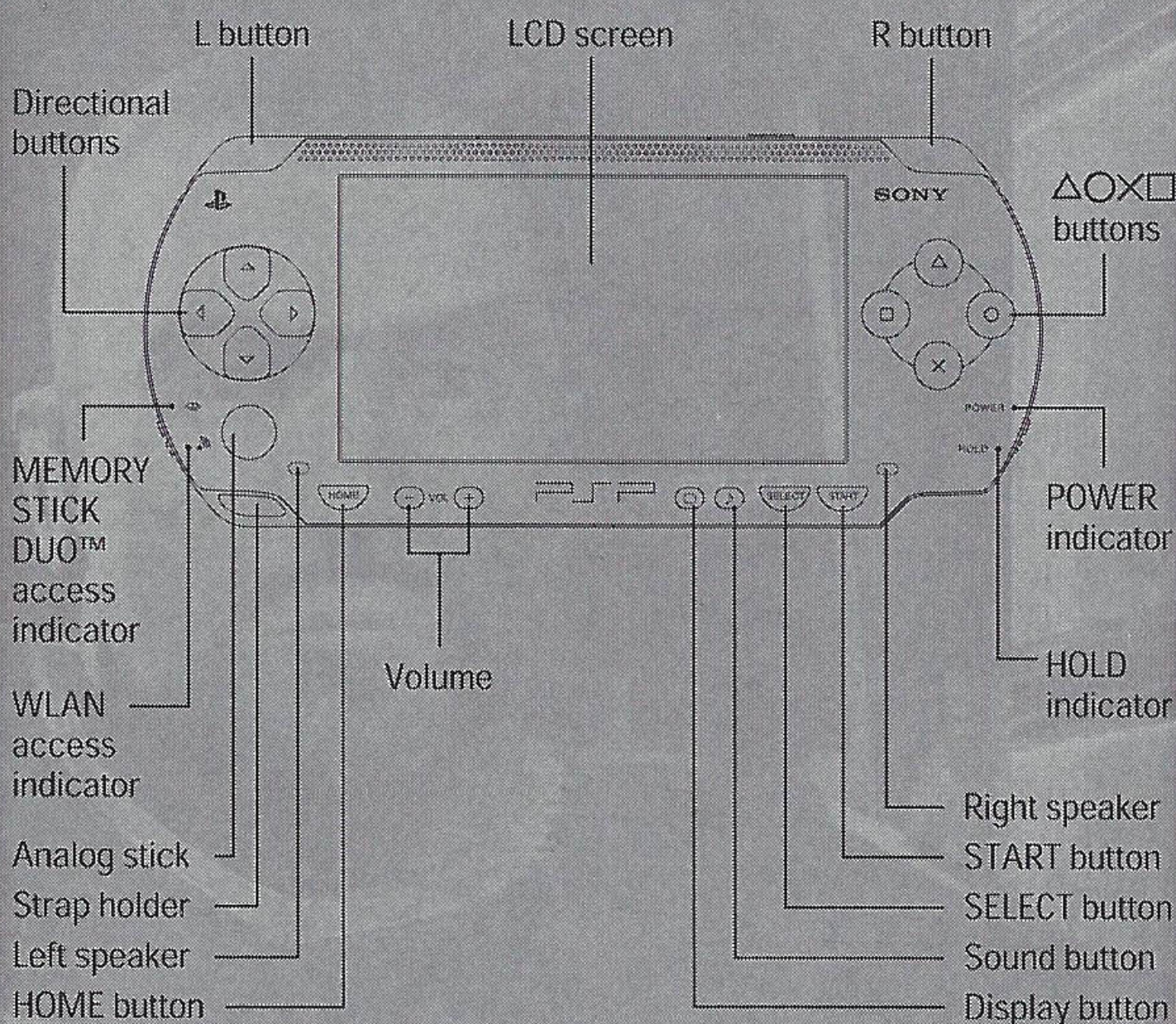
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

IMPORTANT

Do not open the disc cover while the game is loading.

Starting Up

PSP®(PlayStation®Portable) system configuration



Menu/Sub-Menu Navigation

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons or analog stick (↑, ↓, ← or → depending on the menu) to highlight a selection.

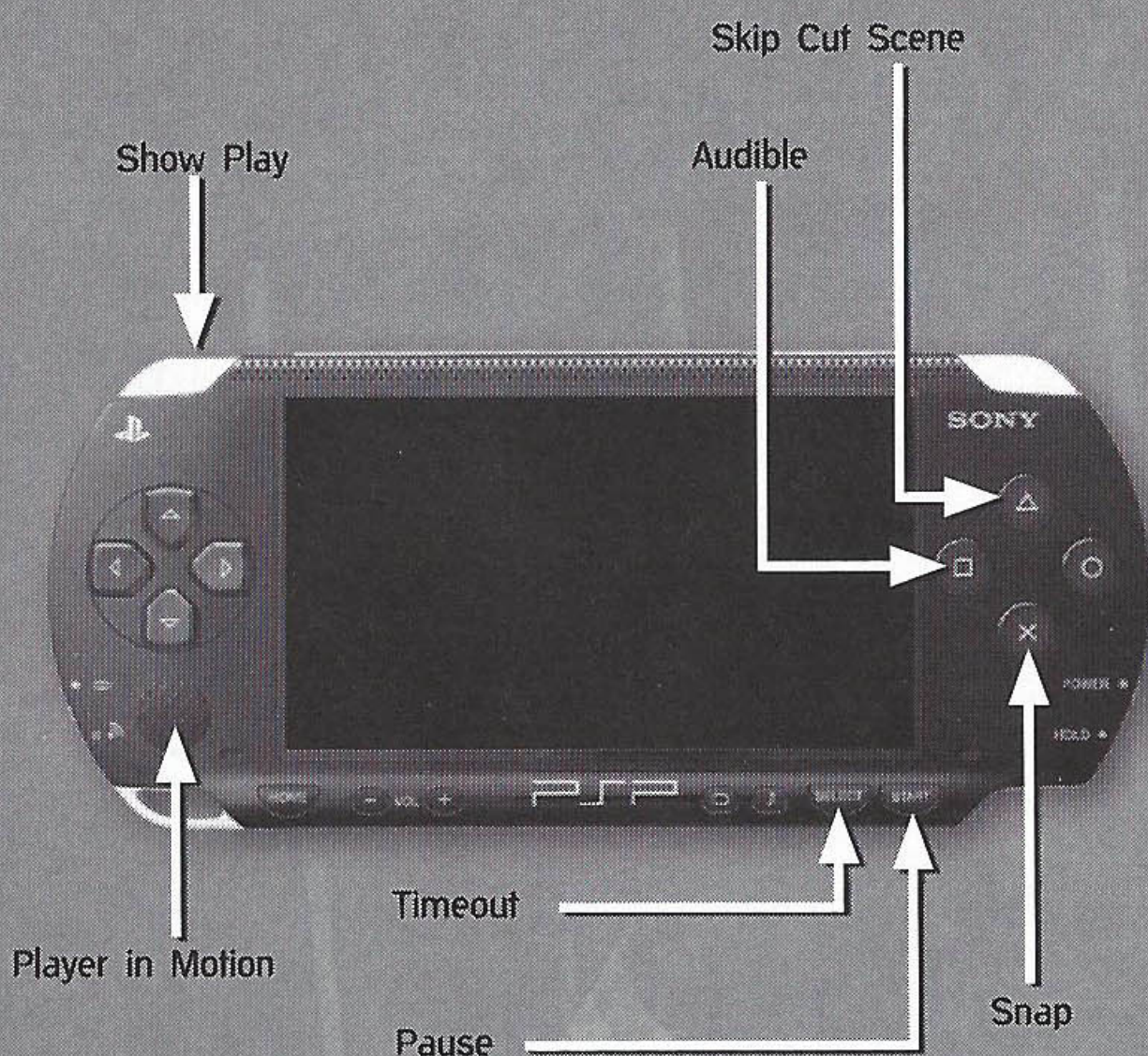
Quitting a Game in Progress

During the game, press the **START** button to display the Pause Menu. Press the directional buttons ↓ to select Exit Game, then press the × button. To confirm exiting the game, highlight Yes, then press the × button again.

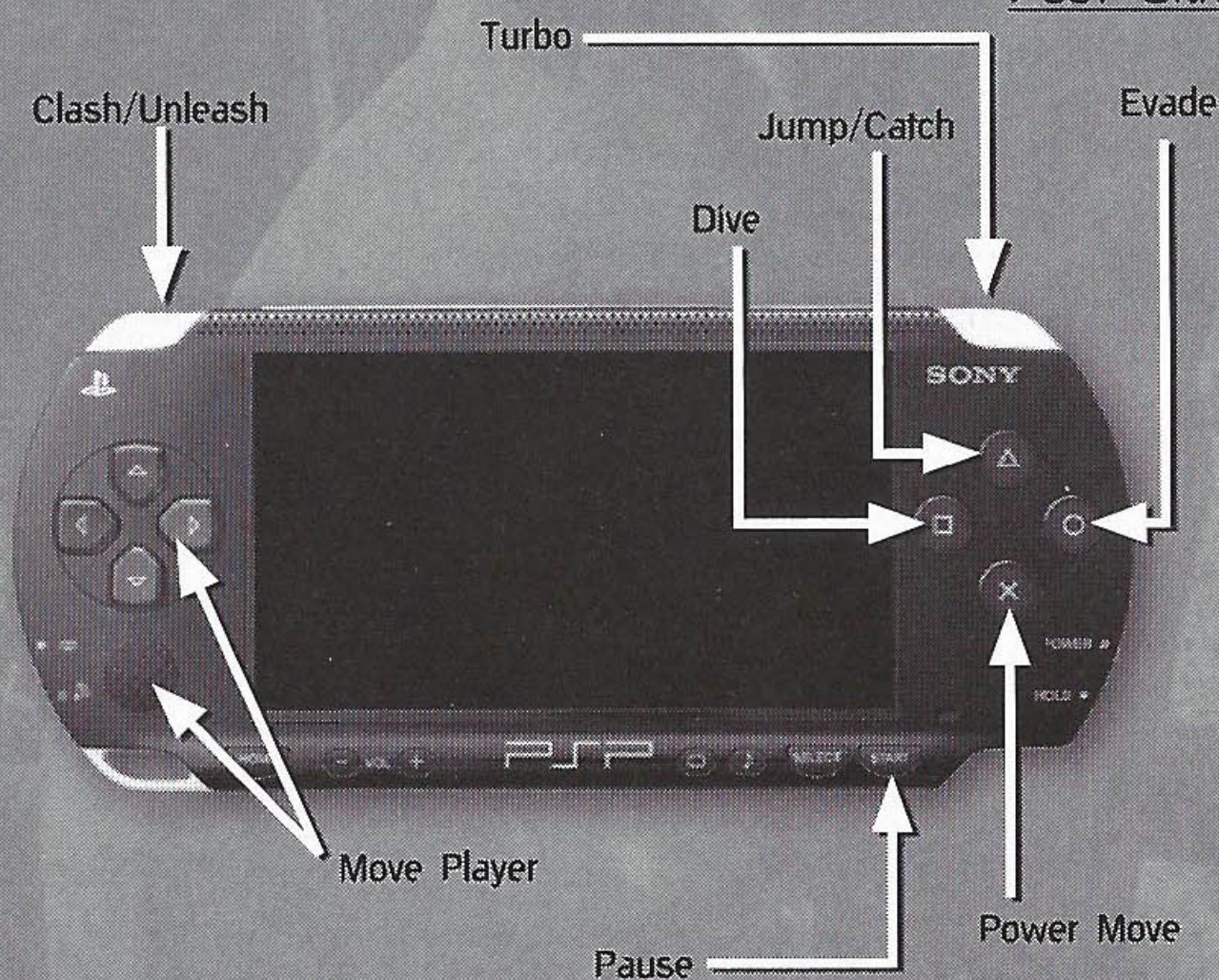
Default Controls

Offense

PRE SNAP



POST SNAP



Taunts = $\triangle$, $\square$, $\times$ or $\bigcirc$ button

QB Evade = Double Tap **R** button (while in clash)

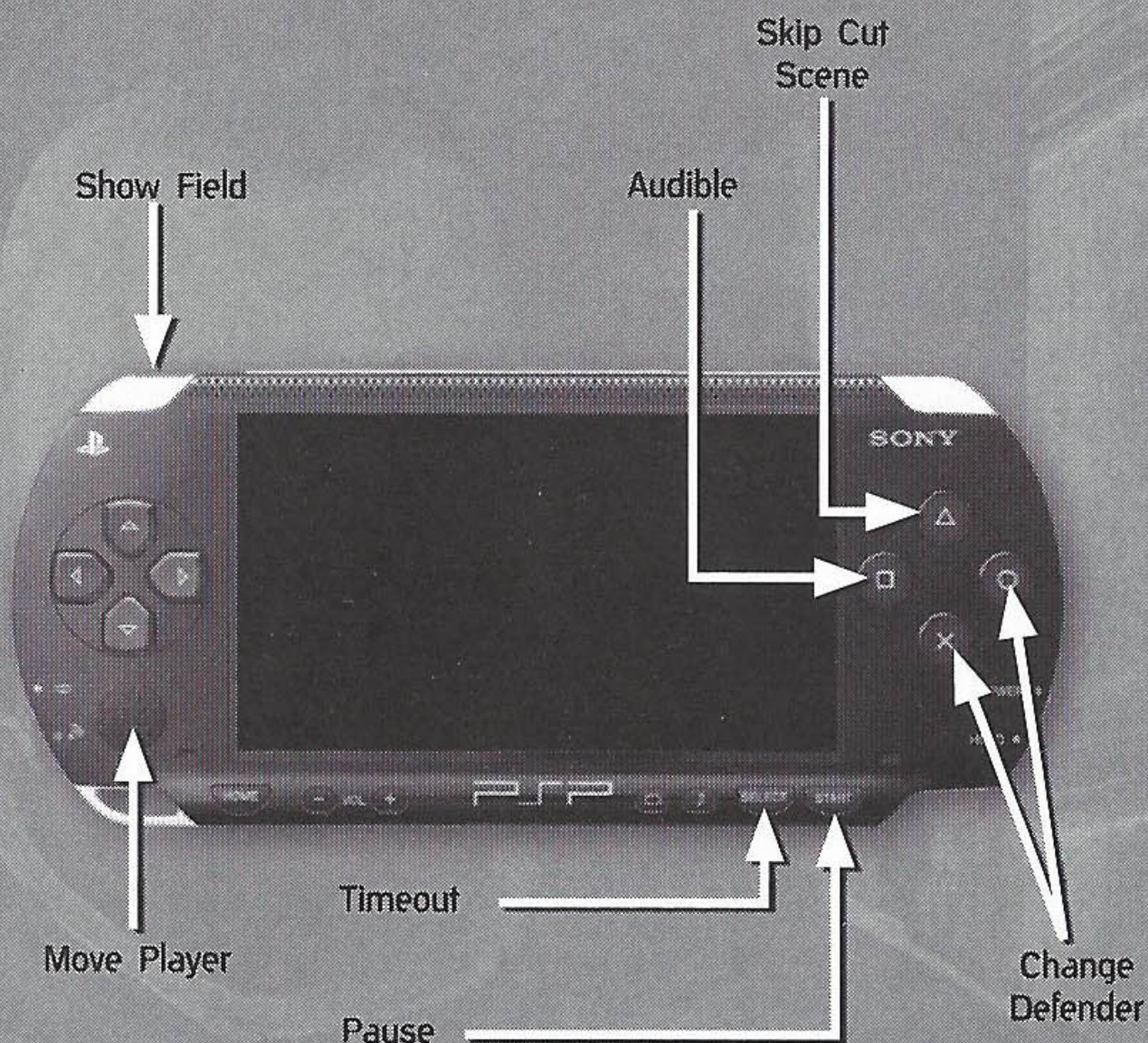
Lob Ball = Tap $\triangle$, $\square$, $\times$ or $\bigcirc$ button

Bullet Pass = Hold $\triangle$, $\square$, $\times$ or $\bigcirc$ button

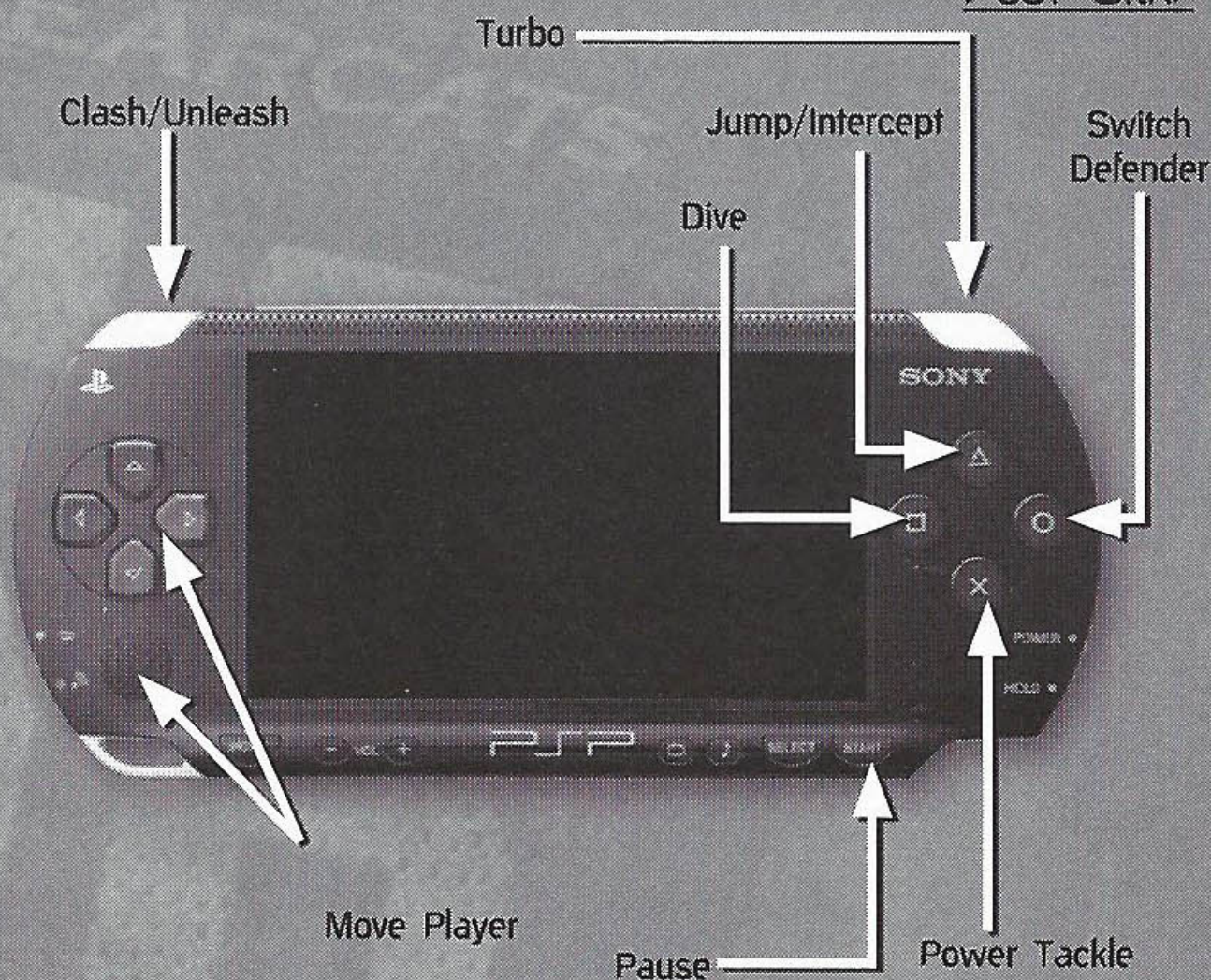
Default Controls

Defense

PRE SNAP



POST SNAP



Dirty/Unleashed Tackle = Hold **L** button + **X** button

Main Menu

The Main Menu contains all the options necessary to get started. Highlight an option, then press the **X** button to make a selection. Pressing the **○** button will allow you to create or change a Profile that is used to play in each of the game modes (see Profiles below).



Quickplay

This is the quickest way to the field. You'll need to decide if you want to be the Home or Away team. Once you've decided on this option, the Profile Menu will be displayed.

PROFILES

To get started, you'll need to create a personal Profile. With a memory stick inserted in your PSP™ (PlayStation®Portable), you can create a Profile and then save all your game progress and settings. Each time you play a game, you'll be prompted to load or create a new profile. If you don't have a memory stick, your profile won't be saved once you power down.

To create a profile, select Create Profile. Press the directional buttons **↑**, **↓**, **←** or **→** to highlight a character, then press the **X** button to select it. Repeat the process until you've spelled out the name you want, then select END. When you're finished, you'll go to the Team Select screen.



TEAM SELECT

Press the directional buttons **←** or **→** to select a team, then press the **X** button to make a selection. As you scroll through the teams, Offense, Defense and Overall ratings appear. You can also press the **○** button to let the game randomly select a team for you.

STADIUM SELECT

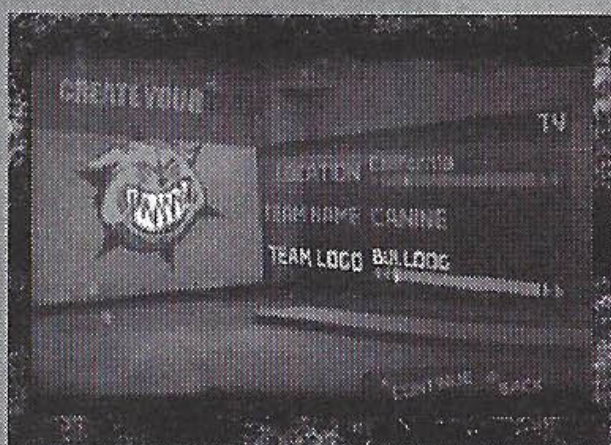
After you've selected your team, press the directional buttons **←** or **→** to change the stadium. Press the **X** button to select. Once you select a stadium, the game will start to load.

Main Menu

Campaign

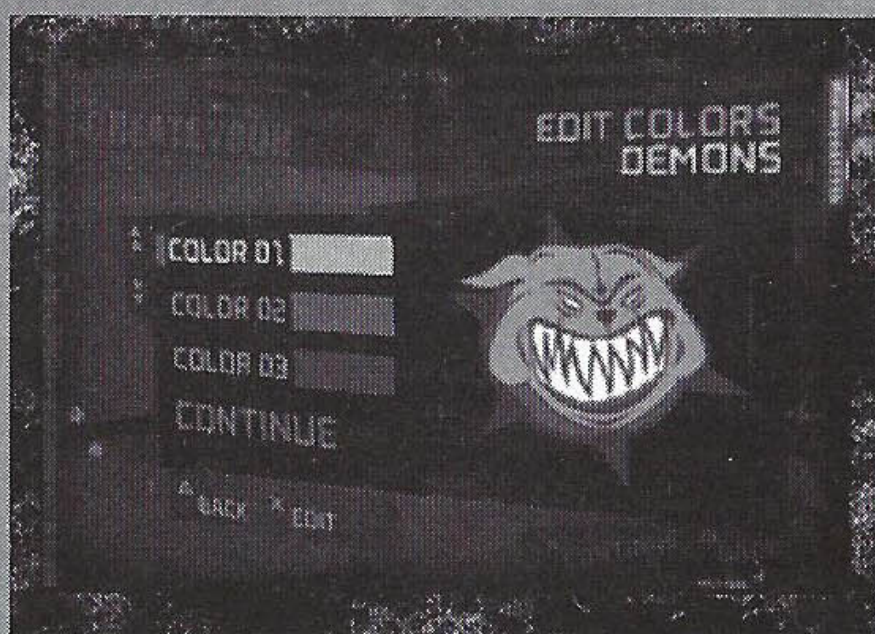
Campaign mode allows you to create a team you can take to the field against 15 other teams. You'll first move through a series of menus that will let you create your team from the ground up.

When you select the Campaign option, you'll first need to select or create a Profile to save to your memory stick (see Profiles, previous page).



LOCATION/NAME/LOGO

Press the directional buttons $\leftarrow$ or $\rightarrow$ to select a Location (City) from where your team will reside, then press the $\otimes$ button to make a selection. To spell out a team Name, press the directional buttons $\uparrow$, $\downarrow$, $\leftarrow$ or $\rightarrow$ to highlight characters, then press the $\otimes$ button to make selections. Select End when you've finished. Press the directional buttons $\leftarrow$ or $\rightarrow$ to select a Logo, then press the $\otimes$ button to make a selection.



EDIT COLORS

Press the directional buttons $\uparrow$ or $\downarrow$ to highlight the color palette, then press the $\otimes$ button to access them. Press the directional buttons $\uparrow$, $\downarrow$, $\leftarrow$ or $\rightarrow$ to find the color you want. Press the $\otimes$ button again to accept the new color. Repeat the process for all three color swatches. To cancel any color changes, press the $\triangle$ button.

UNIFORM STYLE

Press the directional buttons $\uparrow$ or $\downarrow$ to highlight a specific style aspect of your uniform, then press the directional buttons $\leftarrow$ or $\rightarrow$ to make changes. After you've designed your Home uniform, you'll need to do the same to design your Away uniform.

SELECT STADIUM

Press the directional buttons $\leftarrow$ or $\rightarrow$ to change the Stadium, then press the $\otimes$ button to make a selection.

Main Menu

Campaign (Cont.)

HIRING YOUR PERSONNEL

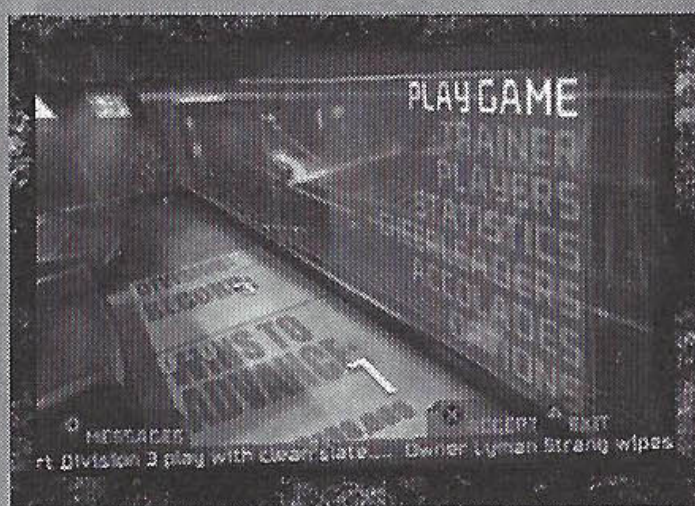
You'll select a Head Coach, as well as an Offensive and Defensive Coordinator, a Doctor, top Rookie on offense and a Veteran Team Captain on defense. Press the directional buttons ← or → to highlight a person, then press the ⊗ button to make a selection. As you highlight them, personal information and football philosophy is displayed. You'll be prompted to confirm your changes and save before moving onto the Campaign Main Menu.

CAMPAIGN MAIN MENU

Once you've put your team together, the Campaign Main Menu is displayed.

PLAY GAME

When you've finished setting up your team, select this option to start your game.



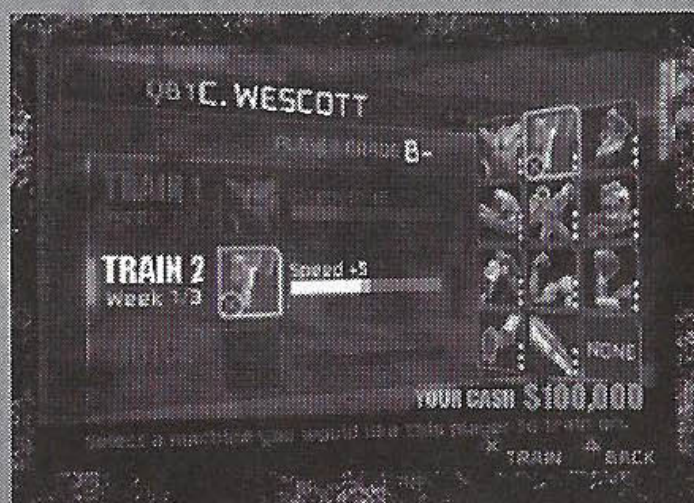
TRAINER

The Trainer option is used to train your players to make them stronger and faster. Use the Players option to choose a player, choose an aspect of his skills then start his training to increase his performance. The Equipment option lets you choose better, stronger equipment that will also increase your player's performance. When you have an injured player, you can use the Injuries option to help him get back out on field.

Of course, training, equipment and players' health cost money, so you'll need to budget your money and decide the amount of training you can afford. Your money is displayed on each training menu to help you keep track.

Each player can be trained on two different regimens at once along with one Juice enhancer treatment. Press the ⊗ button to select Train 1, Train 2 or Juice.

To select a Training Regiment, select the machine you wish to use to train the player. To Juice him, use the ⊗ button to select Juice, then select Buy Enhancement, and then select the enhancer you wish to use.



Main Menu

On each Training Regiment, you'll see three dots. Each of these represents the amount of machines that are left for usage. When all three are used, the machine will turn red. You cannot use another one of these machines unless you remove the machine from one of the three players using it.

Each Training Cycle takes three weeks to complete. You can tell which week the Training Regiment is in by looking at the Week below the Train 1 and Train 2 slot, represented by a 1/3, 2/3 or 3/3. Training bonuses are only received when the cycle passes Week three. If you remove him prior, he will lose any gains he's made.

Press the **○** button to buy even better Training Regiments!

Juicing a player is risky. Some enhancers have negative side-effects. The cumulative effects of these are measured by the bar to the right of the Juice option on each player. Once he is in the red, you run the risk of being fined and having the player banned from juicing for four weeks!

PLAYERS

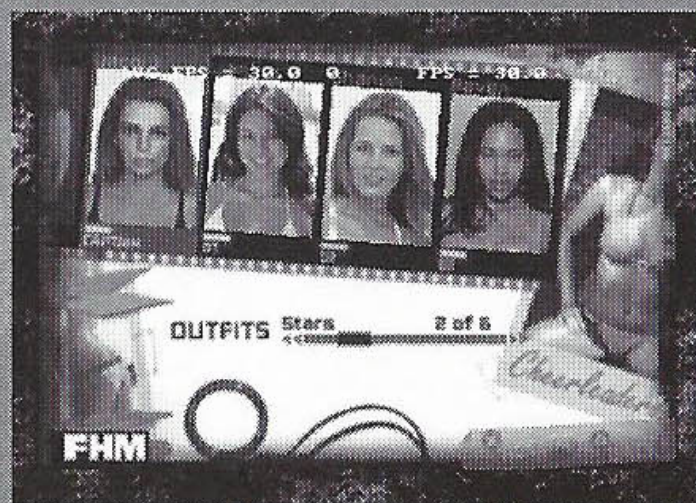
Use this option to edit the look of your players. Press the directional buttons **↑** or **↓** to highlight an option, then press the directional buttons **←** or **→** to make adjustments. Press the **○** button to toggle Offense and Defense.

STATISTICS

View player statistics and league standings using this option. Press the **L** button or **R** button to cycle through the statistical categories. To toggle between League Standings and Statistics, press the **□** button.

CHEERLEADERS

Your club has a cheerleader squad. You can select your cheerleaders and choose what they wear. Choose Select Squad to access your cheerleaders, then press the directional buttons **←** or **→** to choose a girl. Press the **⊗** button to select the girl you want to replace, then select the girl to replace her. The Select Outfit option lets you choose from three outfits and three others that you can unlock.



ACCOLADES

Your Trophy room will be decorated with trophies, awards and even FHM covers. Highlight an award or cover, then press the **⊗** button to take a look. Press the **○** button to toggle between the two trophy rooms.

Main Menu

Training Camp

If you're playing the game for the first time, the Blitz Training Camp is the best way to learn how to play the game. On-screen instructions will walk you through the ins and outs of the game's Rushing, Passing, Receiving and Defense. Training Camp is also a great way to learn the game's offensive and defensive combos. The Primetime option will test your ability to use multiple moves you've learned in Training Camp. We recommend that you also check out the Videos option for some helpful video instructions.

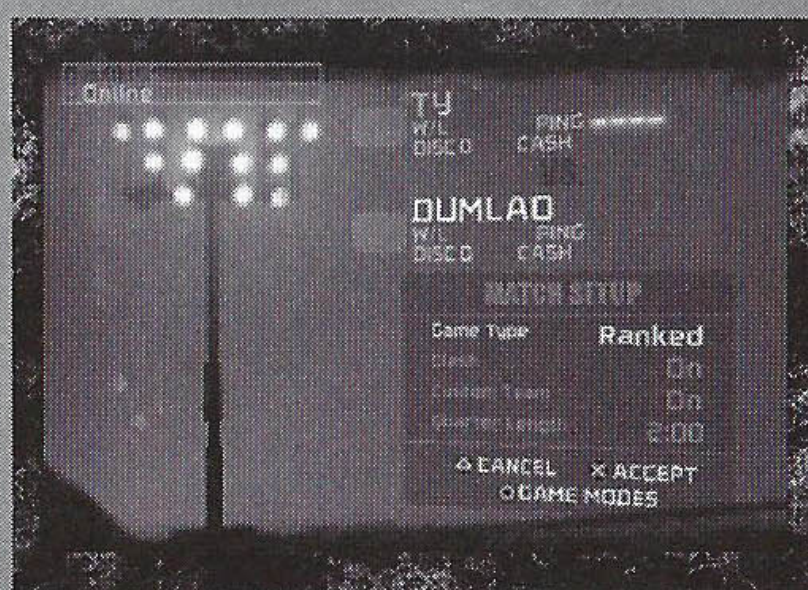
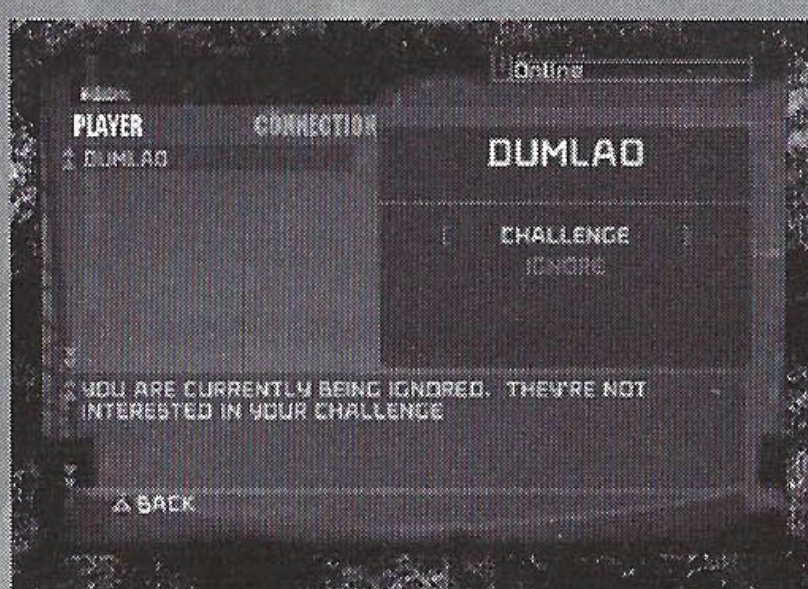
Note: Completing Training Camp will not only help you play every aspect of the game better, it will unlock items.

Wireless

Blitz: Overtime includes a Wireless game mode for multiplayer games. Select the **Wireless** option from the Main Menu to access the Wireless Menu.

At the Wireless Menu, your friend's names will appear on the screen. Highlight the name of the person you want to play. Once a name is highlighted, you can press the **X** button to Challenge the player, or you can press the **□** to view the player's Details.

Once you've connected, you'll go to the Pre-Game Setup Screen (see pg. 11). You can then select teams and take to the field.



Before you can connect with friends via Wireless LAN, each PSP® (PlayStation®Portable) system must have their Wireless LAN switch turned on. For more information on Wireless LAN, see the documentation included with the purchase of your PSP®.

Main Menu

Extras

The Extras option contains several categories of unlockable extras you can obtain to enhance Blitz: Overtime's game features. Unlock features regarding Play Modes, Concepts, Media, Cheerleaders, Codes, Credits and Trailers.

Select an option, and on-screen instructions will tell you what you need to do to unlock the feature. Once you unlock the feature, select the option again to obtain the code that unlocks the feature. Use the Codes option to enter codes you've unlocked. Codes unlock new options on the Game Options Menu and on Team Select.

Options

AUDIO

Press the directional buttons ← or → to make adjustments to the Music, Sound Effects, Environment, Commentary or the voice of the Offensive Coordinator.

GAMEPLAY

The Difficulty option lets you choose from Easy, Medium or Hard. You can also choose between 1, 2, 3, 4 or 5 minute Quarters.

CLASH

Clash Mode can be turned On or Off.

VIDEO

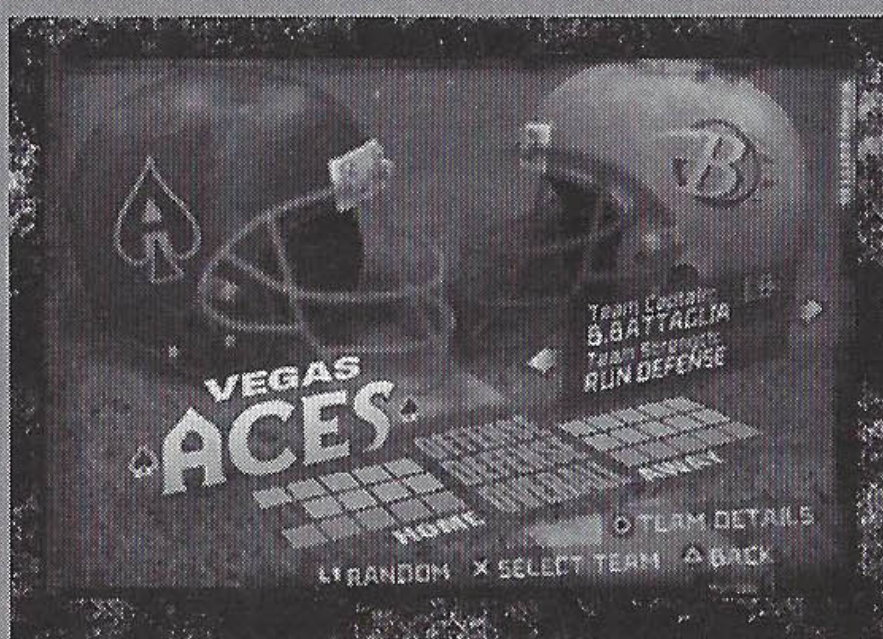
Press the directional buttons ← or → to make adjustments to the Camera or Cinematics. You can also turn the Player Icons option On or Off.

SAVE MANAGER

This option turns Autosave On or Off.



Pre-Game Setup



Select Home or Away

In a one player game, press the directional buttons **←** or **→** to select the side on which you want to play: Away Team or Home Team. In a two player game, both players need to create or load a profile. The first player to create a profile will be the Home Team.

Select Teams

Prior to each Quickplay game, you'll need to select the team you want to use in your game.

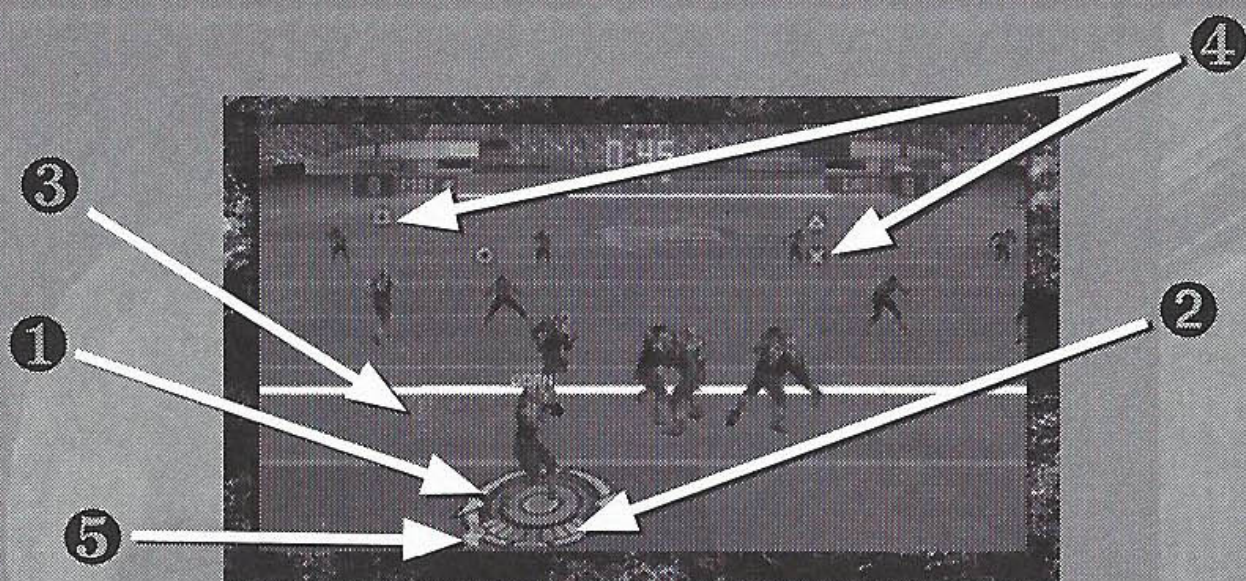
Press the directional buttons **←** or **→** to scroll through the teams. Power rankings for Offense and Defense, as well as Overall strength will be displayed. Once you've chosen the teams, you'll then need to choose a stadium. Press the **Ⓒ** button to View Team Details. This displays your Team Captain and Team Strength.

Note: You can also try pressing the **Ⓒ** button to have the game automatically cycle the teams, then you can press the **ⓧ** button to select a random team.

Stadium Select

Press the directional buttons **←** or **→** to scroll through the stadiums, then press the **ⓧ** button to select the one you want. You can also press the **Ⓒ** button to change your Game Options and play Bonus Modes that you've unlocked.

On The Field



1 POSSESSION CIRCLES

Possession Circles appear below some players during gameplay. Player one's character is denoted with a Blue circle and Player two's character will have a Yellow circle. When they have possession of the ball, CPU controlled players have a grey circle. Possession Circles also contain the Turbo Meter.

2. TURBO METERS

These meters are visible beneath a human controlled player. Turbo Meters start fully charged with the maximum amount of Turbo available. As it's used, the meter diminishes inward. When it's empty, release the **R** button (Turbo) to allow it to recharge. Remember, players run slower when you've exhausted all your turbo. Release the **R** button, and turbo will recharge.

3. PLAYER INDICATORS

These colored numbers appear prior to each play, so you'll know the player you're controlling. They'll disappear a few seconds after players are set.

4. RECEIVER BUTTONS

Each receiver has a button (○, ⊗, △ or □) attributed to them. Pre-snap, press the **L** button to view them. Before a pass, look down field, then press the button displayed over the receiver you want to receive the pass.

5. PLAYER ICONS

Special players have Player Icons displayed on their Possession Circles.



Team Captain



Best Catcher



Multi Weapon



Tackle Breaker



Fastest Weapon

On The Field

Audibles

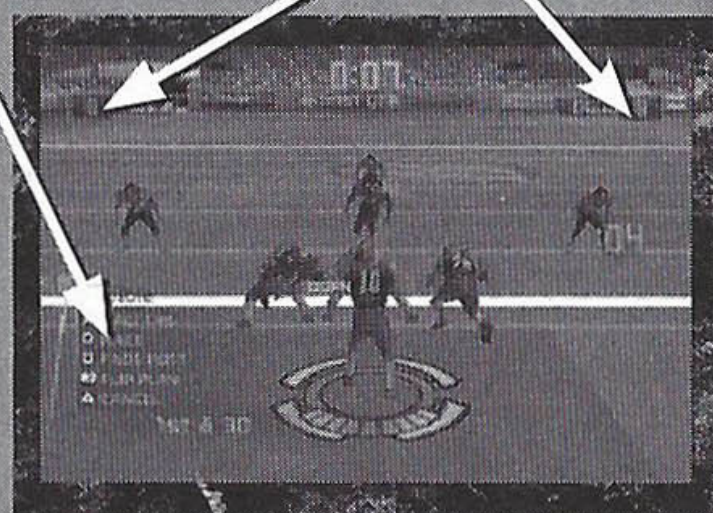
Scoreboard

SCOREBOARD

Displays the game's Score, current Quarter and Time remaining.

AUDIBLES

Press the  button at the line of scrimmage to call up the Audibles Window. Each new play is represented by a button, so press the button next to the new play you want to run. Make a quick decision, because you're not afforded much time to call your audible before the play starts.



PLAY SELECTION

The Play Selection Screen is displayed between each play. Players on Offense and Defense each press the directional buttons  or  to highlight a formation, then press the  button to select it. For each formation, there are several pages of plays. Press the directional buttons  or  to move through the pages of plays. Each play is represented by the  button,  button or  button. Press the button next to the play you want to run. Press the  button to back out of a selected formation. Press the directional buttons  or  to view a tip about each play.

FLIPPING PLAYS

You can increase variety by reversing the plays. While you're selecting plays, press the  button to flip the play.

TAUNTING

During a play, you may find yourself carrying the ball with a large lead on a defender. When this happens, you'll see the Taunt Text appear on the screen. At that point, press and hold the , , , or  button to select one of four different taunts. For every second, you'll be rewarded with a Taunting icon.

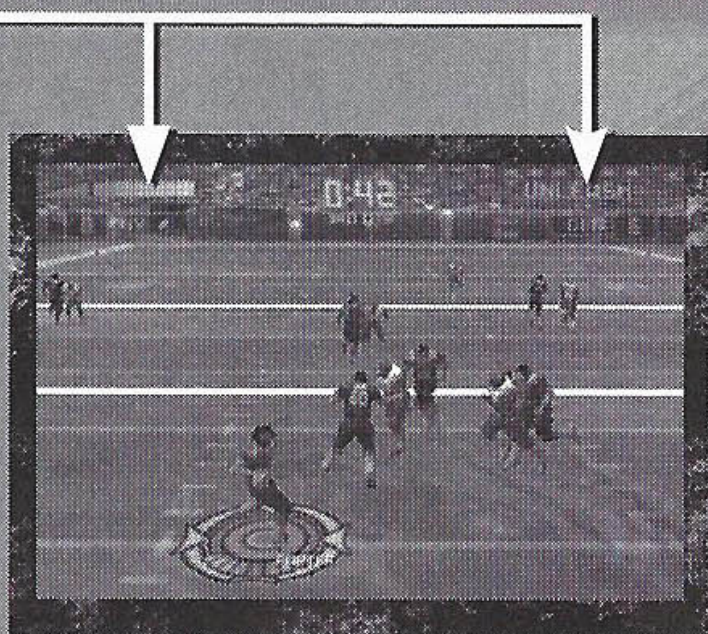
At that point, press and hold the , , , or  button to select one of four different taunts. For every second, you'll be rewarded with a Taunting icon.

Note: Taunting sacrifices speed, so make sure you won't be tackled. If you're tackled while taunting, you'll stand a greater chance of fumbling.

On The Field

CLASH METER

The Clash Meter shows how long you can stay in Clash Mode. The bar drains when you hold down the **L** button on offense and when you execute a Dirty Hit on defense. It can be replenished with big plays on the field.



Below the Clash Meter, the Clash Icon Meter counts how many Clash Icons you've collected (for more information on Clash Icons, next page). Once you illuminate all six icons, you will be rewarded by entering Unleash Mode. The meter will then transform into an Unleash Meter.

CLASH MODE - OFFENSE

Clash Mode gives the offense an advantage by slowing down the defense. It also makes offensive moves more powerful, including power moves, evades, and catches. These combos also award you with valuable Clash Icons. Enter Clash Mode by holding down the **L** button. You can always regain Clash by gaining yards, scoring touchdowns and making big plays.

CLASH MODE - DEFENSE

Clash Mode on defense amps up your hits. Hold down the **L** button to use your Clash Meter when you perform a hard hit (**X** button) to pummel the opponent with a Dirty Hit. Dirty Hits are more apt to cause fumbles and will also award you with Clash Icons. Using your Clash on defense will not cause a blur effect. Instead, it will only deplete when the hit is successful. Successful hits reduce the victim's stamina. This lowers their abilities, making them more prone to injury.

UNLEASH MODE - OFFENSE

When you've accumulated six Clash Icons, your Clash Bar will transform into an Unleash Bar. Unleash Mode is triggered just like Clash (hold **L** button). Once you perform a special move in Unleash Mode, you will exhaust all of your Unleash Energy. Unleashing on offense amplifies your moves and gives you a few seconds of invulnerability. To use a QB Unleash, tap the **R** button to perform an evasion. You cannot Unleash a QB unless he's in the backfield. As the ball carrier, press the Evade or Power button to perform Unleash versions of those moves. When the ball is in the air, enter Unleash mode and press the **A** button to perform an Unleashed Catch.

Warning: You get only one Unleash Move. Once you use it, or run out of Unleash Energy, you'll drop back into Clash Mode.

On The Field

UNLEASH MODE — DEFENSE

When you're in Unleash Mode on Defense, your Dirty Hits have a great chance of causing a fumble or injuring an opponent. When your team is in this mode, hold the **L** button to use your Unleash energy then press the **X** button to attack with an Unleashed Dirty Hit. Successfully performing an Unleash Hit will exhaust all of your Unleash energy.

Clash Icons

Below are the Clash Icons you can earn to gain Unleash ability.



JUKE, SPIN & QB EVADE

Perform a Juke, Spin or QB Evade while in Clash Mode



CLASH CATCH

Perform a catch while in Clash Mode



TOUCHDOWN

Score a touchdown



INJURY

Cause a injury



TEAM CAPTAIN HIT

Perform a Dirty Hit on the opposing team's Team Captain



STIFF ARM & SHOULDER PLOW

Perform a Stiff Arm or Shoulder Plow in Clash Mode



DIRTY HIT

Perform a dirty hit



TAUNT

Hold down the taunt buttons for a couple seconds



LATE HIT

Press the **X** button to hit a player during a brawl.



TURNOVER

Awarded when you force a turnover on defense

On The Field

INJURIES

Players can sometimes be injured on the field. When this happens, an image of an injury appears, followed by two options. You can select to Treat the injured player or Juice him.

JUICING AN INJURED PLAYER

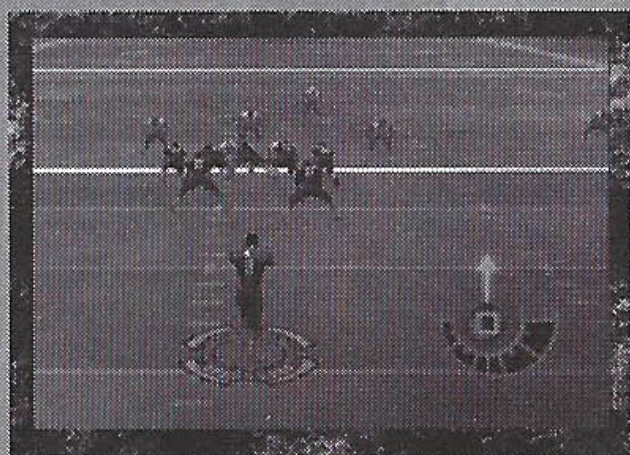
When you Juice a player back into playing condition, he can return sooner than he would if he was treated. Be aware, though, there's a higher risk that more injuries could occur to the player.

TREATING A PLAYER BACK TO HEALTH

If you don't choose the short term solution, Treating a player back to health will ensure a stronger injury recovery. Of course, you sacrifice time.

THE KICKING GAME

You control all aspects of the Kicking Game. Kickoffs, Punts, PATs and Field Goals are up to you. When you choose to kick, the Kick Meter appears. Prior to kicking, a series of buttons are displayed inside the Kick Meter. As a button appears, immediately press that button.



Kicking depends on your ability to hit the buttons quickly and accurately.

Note: When kicking field goals, PATs or Punts, try to correctly press better than 49 percent of the buttons. Otherwise, the snap can be fumbled.

FIELD GOAL & PATs

When you're attempting a field goal, the length of the field goal will determine how many of the buttons you'll need to press prior to the snap of the ball. For example, if you're in close, you may have to press as few as four buttons for a field goal. If you're attempting a long distance field goal, you may have to press as many as seven buttons. The success of a field goal depends on the skill level of the team and/or the kicker. In Campaign Mode, you can increase your chances of success by upgrading your kicker's skill level through training.

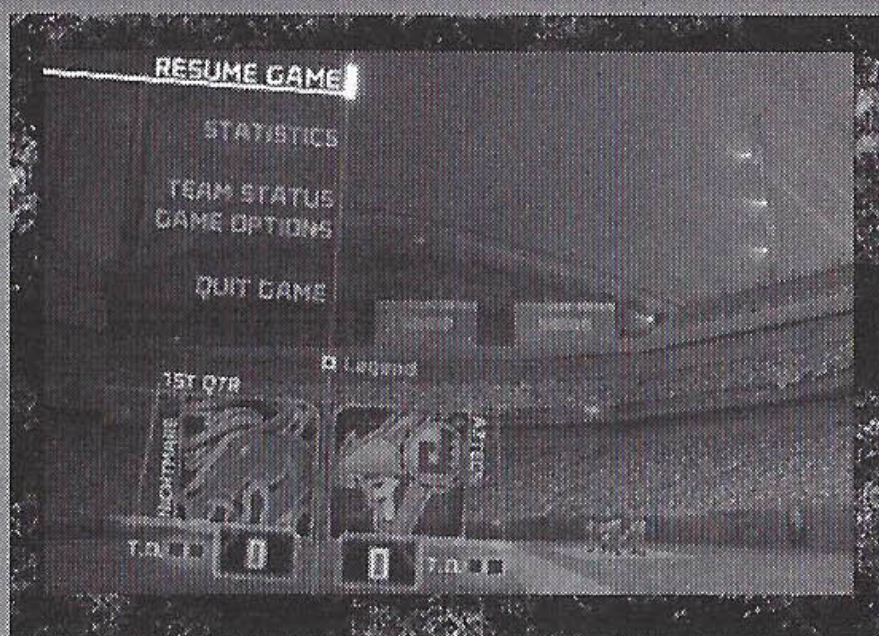
ONSIDE KICK

When you attempt an Onside Kick, the percentage determines how likely the other team will fumble the ball after receiving the kick.

BRAWLING

With increasing amounts of Dirty Hits or Unleash Hits on offense, players become more irritated. You'll eventually see the words "Tempers Flaring" display, followed by two helmet icons. With the helmet icons displayed, the next Dirty or Unleashed Hit will cause a brawl. Brawls last 10 seconds. The player that gets the most Late Hit icons during a Brawl will get to keep them. The player that loses gets nothing. It's a great way to build up your Unleash Meter!

Pause Options



During the game, press the **START** button to view the Pause Options screen. You can view the Player Icon Legend by pressing the **□** button.

CALL TIME OUT

You get two Time Outs per half.

STATISTICS

Take a look at the game's current stats.

CHALLENGE

In Campaign Mode, you can check the Challenges option on the in-game Pause Menu to see what your current wager is, or if there are special Campaign Mode challenges currently active.

TEAM STATUS

Review the status of either team's players. Press the directional buttons **←** or **→** to cycle between the teams. The **⊗** button displays players on Offense, the **⊙** button displays defense and the **⊞** button displays injured players.

GAMEPLAY OPTIONS

TIMED PLAY SELECT

Turn the Timed Play Select feature at the Play Selection screen On or Off.

PLAYER ICONS

Turn the displayed icons that appear on the Possession Circles On or Off.

AUDIO

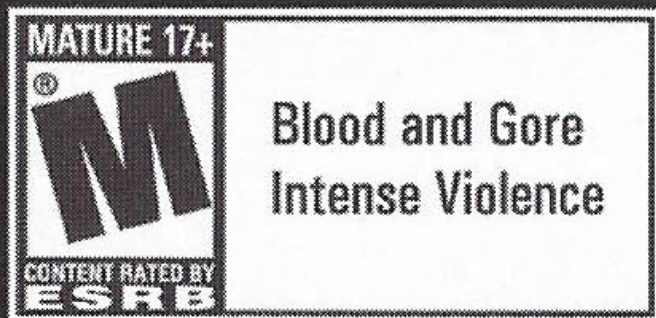
See [Audio](#), pg. 11.

MORTAL KOMBAT®

UNCHAINED™



MIDWAY



PlayStation®Portable

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.

